

Drew Fletcher

Peachtree City, GA 30269 | (717) 422-7750 | drew@drewflet.com | behance.net/drewflet

ABOUT

An organized, creative, and strategic designer with 9 years of diverse experience as a lead and director. Experienced leading projects and teams, as well as implementing or improving workflows and systems.

SKILLS

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe AfterEffects

Autodesk Maya

Social Media

Wordpress

HTML/CSS

EXPERIENCE

Sabbatical

Jan. 2018 – Present

Voluntary break for personal & professional growth

- Explored C#/Unity to grow in understanding programming concepts.
- Participated in Ludum Dare 42 game jam.
- Learned Substance Suite and updated portfolio.

Lead Level Designer / Environment Artist

Offworld Industries, Remote Contract

Jan. 2016 – Dec. 2017

- Responsible for vision-casting and leading the mapping department while collaborating with the environment team to plan and develop levels and establish asset workflow.
- Created levels from start to finish including design, terrain generation, procedural foliage, landscape materials, asset placement, lighting, and optimization.
- Created environment art assets including modeling, texturing, and materials.

Director of Communications

Feb. 2012 – Dec. 2014

East Cooper Baptist Church, Charleston, SC

- Led and managed Communications Department including vision-casting, creative direction, and project management.
- Designed and launched an identity re-brand including oversight of a new website design.
- Designed campaign and event materials for screen and print.
- Managed external communication including e-newsletter, social media content, and email campaigns.

Lighting / Texture Artist

March 2009 – Jan. 2012

Kiz Studios, Charleston, SC

- Modeled and hand-painted assets from provided concept art.
- Responsible for baked lighting and FX for multiple projects.
- Textured, lit, and rendered shots for cinematic webisodes.

3D Artist

March 2008 – Oct. 2008

Signal, Charlotte, NC - Contract

- Provided 3D content for motion graphics including modeling, animation, lighting, rendering, and FX.
- Successfully helped develop and troubleshoot CG pipeline.

EDUCATION

Bachelor of Fine Arts

Savannah College of Art and Design, Savannah, GA